

Kindergarten

During the third quarter, kindergarten students continued to develop and improve their technology skills by incorporating them into their classroom units. The kindergarten students are becoming very proficient using the “favorites” function on Internet Explorer to locate saved or bookmarked internet sites. To begin the quarter, students explored the website <http://bensguide.gpo.gov/k-2/symbols.index.html> for their unit of Red, White and Blue. This website highlights our nation’s symbols while building more technology skills such as click and drag, the back button and using arrow keys to name a few. We then used the program KidPix to work on creating a simple organizational chart using the colors red, white and blue. Students were directed to find a variety of stamps to fit into one of the three categories. Not only did this activity continue to develop their mouse and printing skills, but also introduced them to collecting and organizing data. To wrap up their unit of Red, White and Blue, the students created a multimedia slideshow in KidPix using pictures of six common American symbols. Students learned how to retrieve image files to import into a slideshow, and they then selected a variety of slide transitions and additional transitional sounds to create a fun and entertaining slideshow. As we approached the end of the quarter, the kindergarten students began their travels through the rainforest in the computer lab. Accessing the web site www.gamehouse.com/online-games/rainforest-adventure-online, students follow a path of puzzling fun through a vibrant rainforest. The object of the game is to swap tropical game pieces to make matching groups of three or more and turn the board to gold. While students show their puzzle prowess and create perpetual cascades by creating matches, new game pieces are falling into place. All of these experiences help to improve problem-solving and logic skills.

Here are the technology standards that guided our instruction this quarter:

NETS•S (National Educational Technology Standards for Students)

1. Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- a. apply existing knowledge to generate new ideas, products, or processes.
- b. create original works as a means of personal or group expression.

3. Research and Information Fluency

Students apply digital tools to gather, evaluate, and use information. Students:

- d. process data and report results

5. Digital Citizenship

Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:

- a. advocate and practice safe, legal, and responsible use of information and technology.
- b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.

6. Technology Operations and Concepts

Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:

- a. understand and use technology systems.
- b. select and use applications effectively and productively.
- d. transfer current knowledge to learning of new technologies.

The students are doing a wonderful job, and I am looking forward to another quarter full of exploration and discovery.